GENIUS LOCI

Genius loci are spontaneously generated from areas that have remained untouched for long eras. In time, the personality of the place becomes not just a metaphor, but a fact. Most are malignant, persecuting trespassers with glee, but some are benign, offering a safe haven for Sylvan folk

Awakened Ancients. When left undisturbed for an untold amount of time, the landscape itself can, on occasion, animate itself into a singular living creature. A genius loc, or “spirit of the land”, is such a place. They are incredibly difficult to spot, since they look like any other section of a landscape. One can appear as a mountain, an isolated valle, a small lake, a deep cavern, a single field, a tiny moon, or an entire plane of existence. Despite the fact that it is a creature, its form almost exactly duplicated all the textures and qualities of the natural world, so much so that plants and animals often live and grow atop the genius loci as if it were part of the regular environment.

Codependent Colossus. The genius loci itself has little to no intelligence, but rather it emulates the sentience of any creature it enthrals, if any. The genius loci will actively seek out a sentient creature that it can form a telepathic bond with in order to use that creature as both its mouthpiece and guardian. Once it has enthralled a creature, the genius loci may be in total control of the creature's actions, but the creature's personality also tends to fill in many of the gaps in the genius loci's sentience. A genius loci with a particularly cruel and violent thrall is likely to be much more aggressive and quick to battle. Conversely, a genius loci with a more calm and even tempered thrall is going to be much more passive unless threatened. Whatever the situation, anyone enthralled by a genius loci inhabits the landscape of the creature in whatever manner is available to it. Some thralls live in structures which are actually part of the genius loci, while others may nest in trees or burrows. Each genius loci has only one thrall at a time, however, other creatures may also inhabit its surface.

Genius Loci

Gargantuan Ooze, Typically Neutral

Armour Class - 8
Hit Points - 820 (40d20 + 400)
Speed - 5 ft., burrow 5 ft.

STR 30 (+10)
DEX 6 (-2)
CON 30 (+10)
INT 3 (-4)
WIS 24 (+7)
CHA 26 (+8)

Saves STR +18, CON +18, WIS +15
Vulnerabilities none
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantine
Damage Immunities acid, poison
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, poisoned, prone, restrained, sleep
Senses blindsight 200 ft., passive Perception 17
Languages Genius loci do not speak directly, but they may speak through their thrall using any language know to them
Challenge 27 (105,000 XP)

Proficiency Bonus +8

Traits

Constrict.
The genius loci has advantage on attacks made against targets it is grappling.

Living Landscape.
While the genius loci remains motionless, it is indistinguishable from a normal natural landscape. A character who succeeds on a DC 22 Survival Check will notice something is amiss, but it's not immediately apparent what.

Actions

Multiattack.
The genius loci makes four slam attacks and then up to four crush attacks if able. It cannot target the same creature with more than one crush attack.

Slam.
Melee Weapon Attack: +18 to hit, reach 15 ft., one creature.
Hit: 32 (4d10 + 10) bludgeoning damage and the target is grappled (escape DC 20). If the target is already grappled by the genius loci, it becomes restrained.

Crush.
Melee Weapon Attack: +18 to hit, reach 15 ft., one creature grappled by the genius loci.
Hit: 32 (4d10 + 10) bludgeoning damage.

Enthral.
The genius loci attempts to gain permanent control over the mind of another creature that is within 15 feet of it. The target must succeed on a DC 23 Intelligence Saving Throw or become charmed by the genius loci. This charm effect lasts until the target is killed, the genius loci is killed, or until the genius loci chooses to release the target from its enthralment. The genius loci can have only one creature charmed in this way at a time. While charmed in this way the target has a telepathic link with the genius loci. The genius loci is always aware of where the target is, and what they're doing. The target must obey all commands given to it by the genius loci unless those commands directly conflict with the target's nature. If the target is commanded to do something they would not normally do, they can attempt a DC 23 Wisdom Saving Throw at disadvantage to avoid carrying out the command. If they are successful, they do not have to carry out the command and they may make all future Saving Throws to resist the same command without disadvantage. The target may not knowingly do anything to attempt to break free of its enthralment.

Legendary Actions

The genius loci can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The genius loci regains spent legendary actions at the start of its turn.

Quake.

The genius loci shakes its body. All creatures standing on the genius loci must succeed on a DC 15 Dexterity Saving Throw or be knocked prone.

Slam.
The genius loci makes a slam attack.

Quicksand (Costs 2 Actions).
A 10 foot square on the surface of the genius loci's body becomes soft and viscous. All creatures standing in that area must succeed on a DC 15 Dexterity Saving Throw or be grappled (escape DC 15) by the genius loci.

Regenerate (Costs 3 Actions).
The genius loci heals itself for 36 (4d12 + 10) hit points.